



**CLEAN SET OF PENDING CLAIMS AFTER RESPONSE TO OFFICE ACTION**  
**DATED 08/28/02**

- 1 1. (Amended) A shadow rendering method, the method comprising the steps of:
- 2 providing observer data of a simulated multi-dimensional scene;
- 3 providing lighting data associated with a plurality of simulated light sources arranged
- 4 to illuminate said scene, said lighting data including light image data;
- 5 for each of said plurality of light sources, comparing at least a portion of said observer
- 6 data with at least a portion of said lighting data to determine if a modeled point within said
- 7 scene is illuminated by said light source and storing at least a portion of said light image data
- 8 associated with said point and said light source in a light accumulation buffer; and then
- 9 combining at least a portion of said light accumulation buffer with said observer data;
- 10 and
- 11 outputting resulting image data.

2. Canceled.
3. Canceled.
4. Canceled.
5. Canceled.
6. Canceled.
7. Canceled.
8. Canceled.